

Making People Stupid

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Data

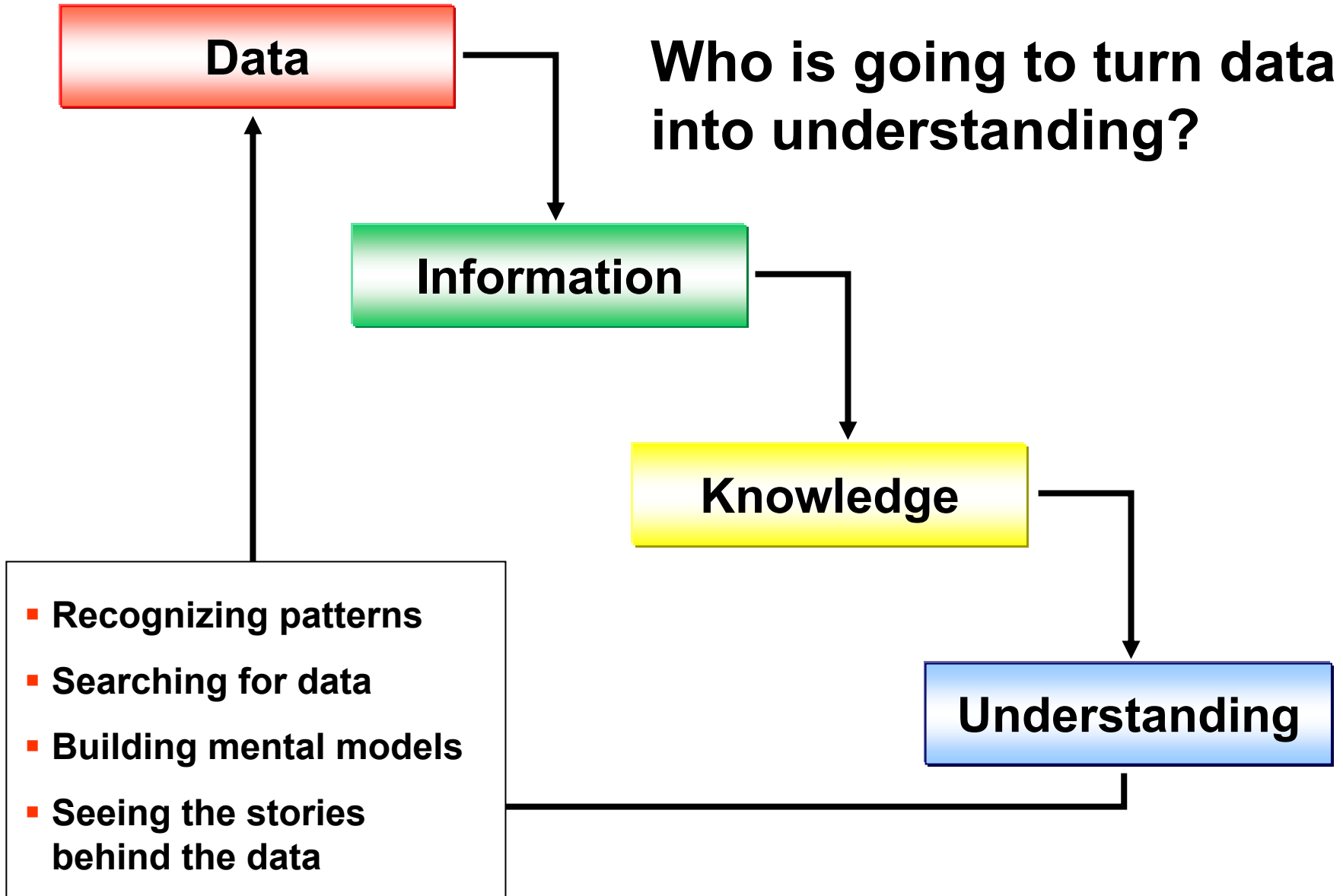
**Who is going to turn data
into understanding?**

Information

Knowledge

Understanding

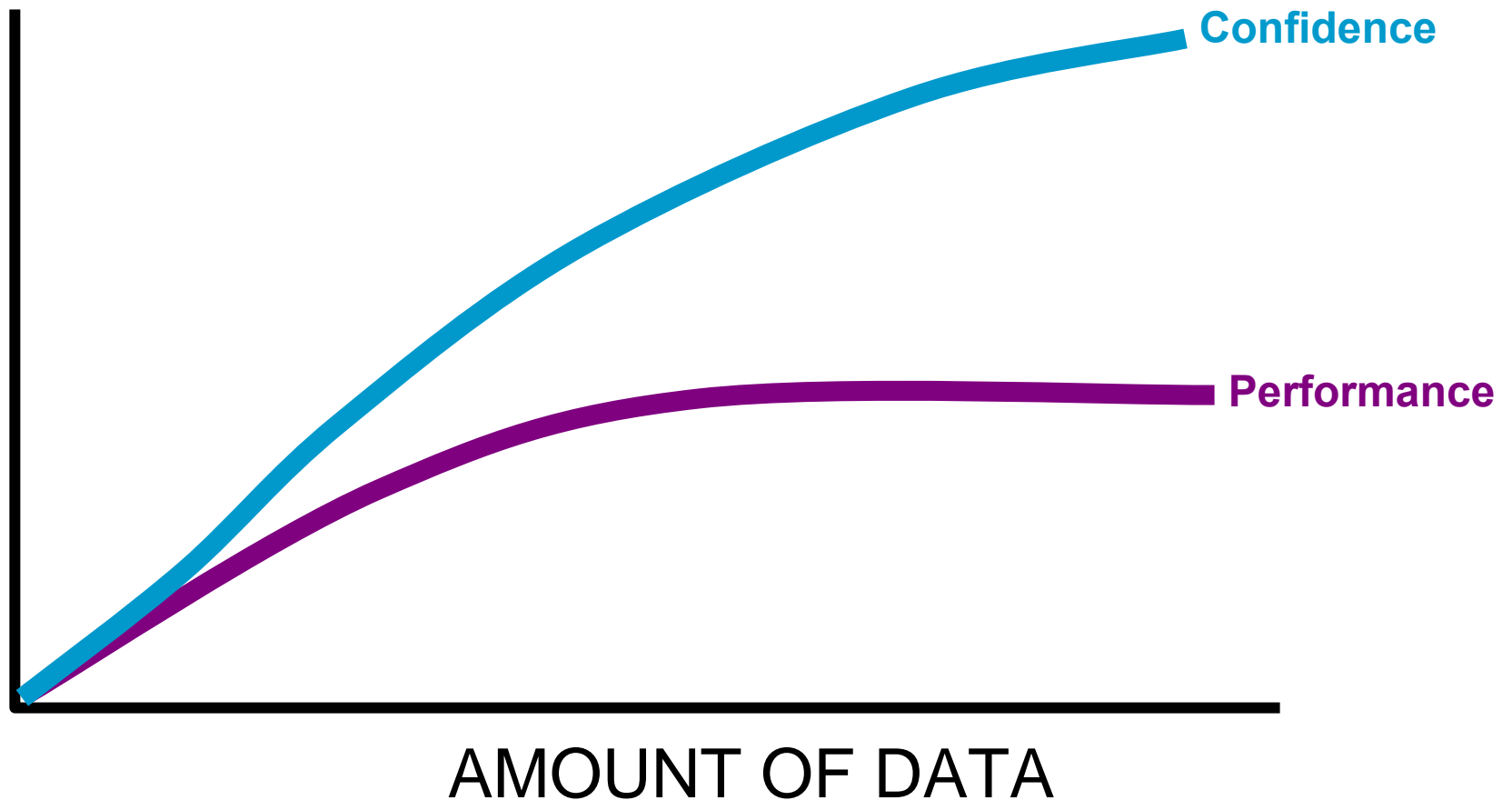
- Recognizing patterns
- Searching for data
- Building mental models
- Seeing the stories behind the data



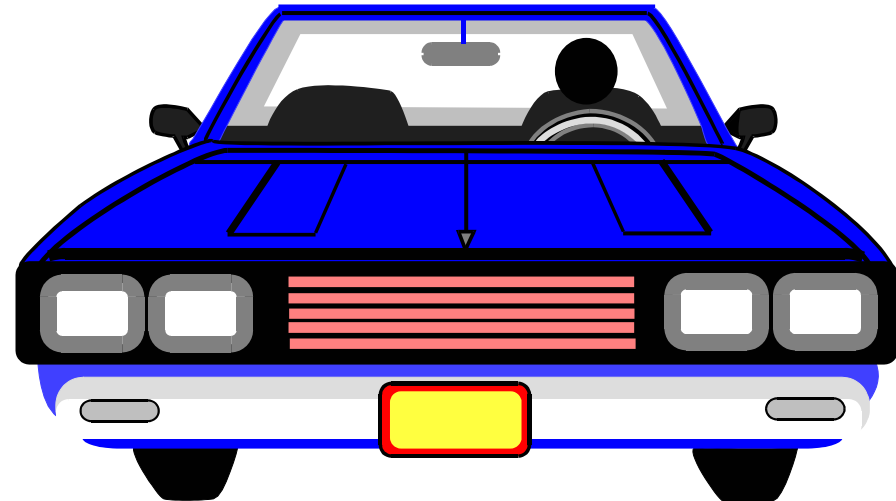
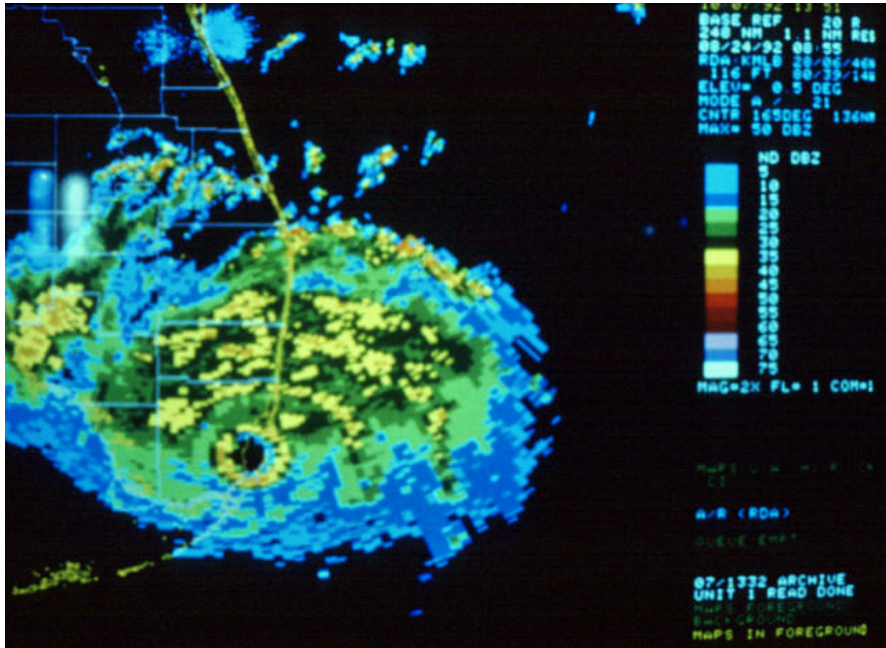
How To Make People Stupid



Provide Too Much Data



Disconnect them from the data



Find ways to obscure the data

- **Use a language they don't speak fluently**
- **Only show part of the story**
- **Make it hard to see connections between data**

What are the chances that a woman who tests positive actually has breast cancer?

- **The probability that a woman over the age of 40 has breast cancer is about 1%.**
- **If she has breast cancer, the probability that she tests positive on a screening mammogram is 90%.**
- **If she does not have breast cancer, the probability that she nevertheless tests positive is 9%.**

Using frequencies to see the picture

True Positive									

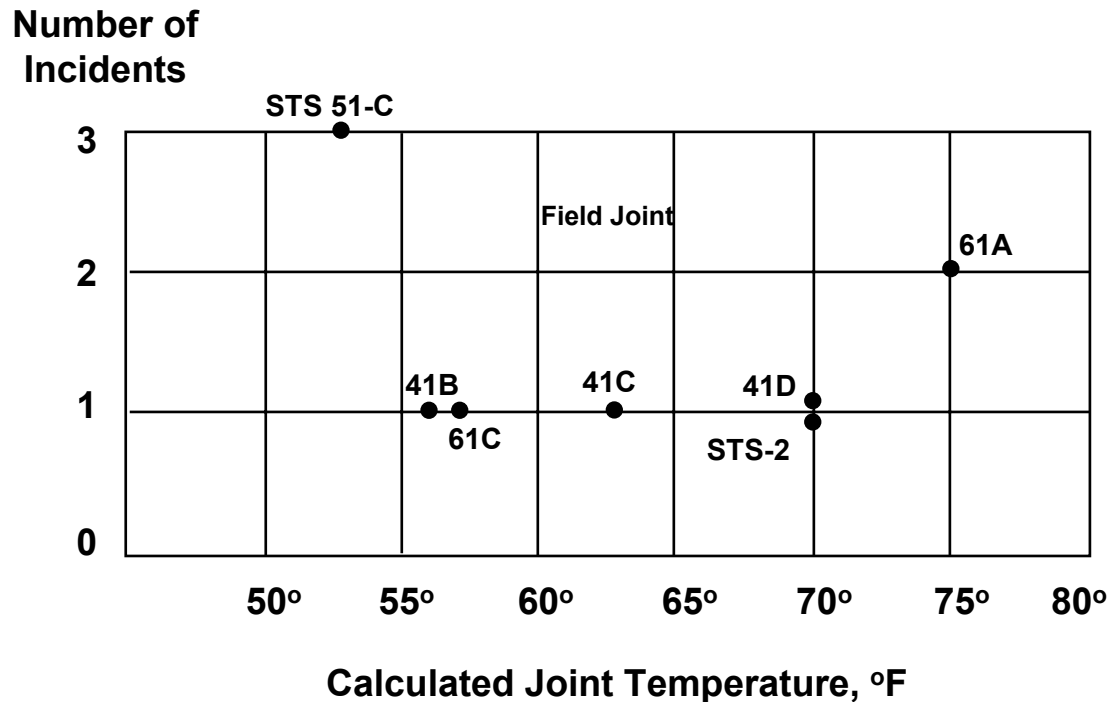
Test Positive
n = 10

**Test
Negative**
n = 90

Total
n = 100

The Decision to Launch the Space Shuttle Challenger

Scatterplot graph depicting launches with O-ring damage and their temperatures, omitting all damage-free launches

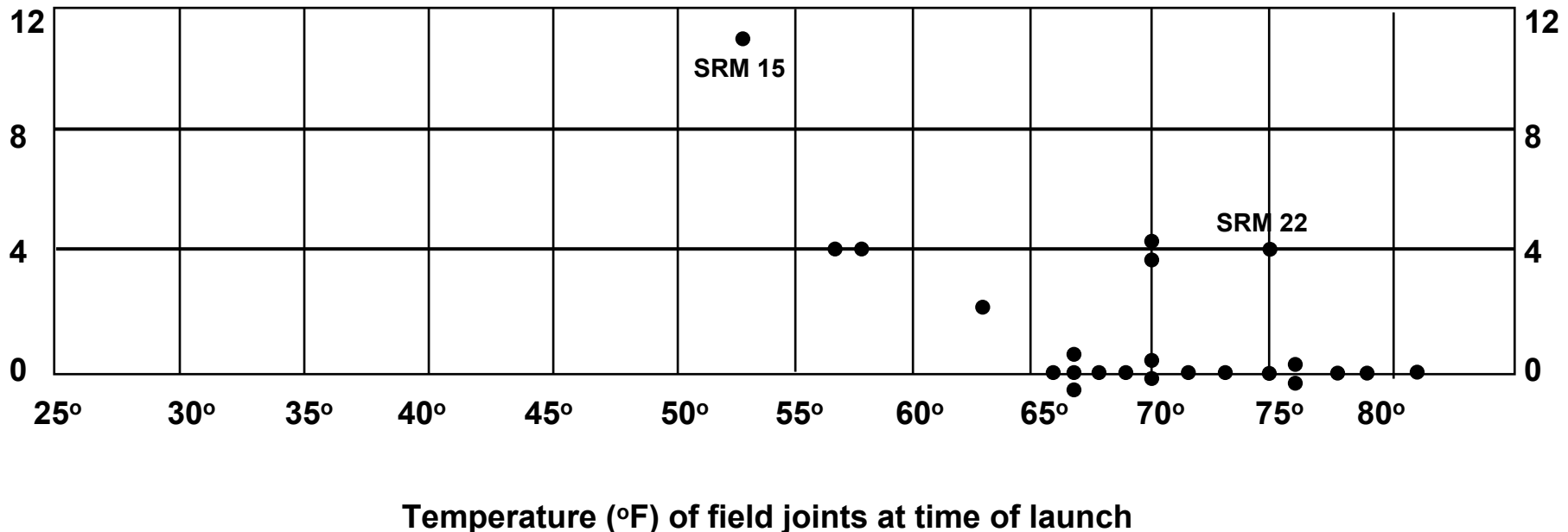


The Decision to Launch the Space Shuttle Challenger

Scatterplot graph showing the experience of all launches prior to the Challenger

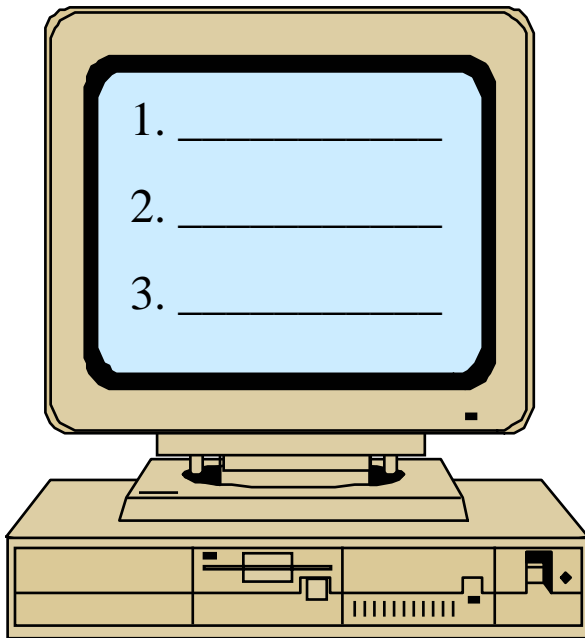
O-ring damage

index, each launch



Watchstander

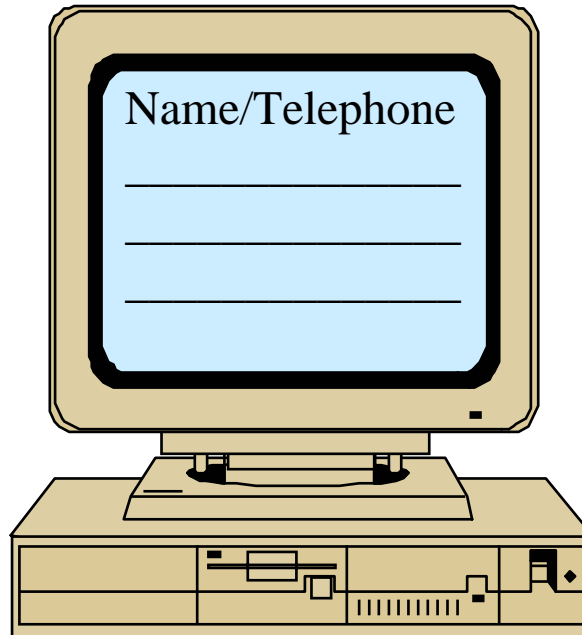
Categories of
Responders



1. _____
2. _____
3. _____

Screen 1

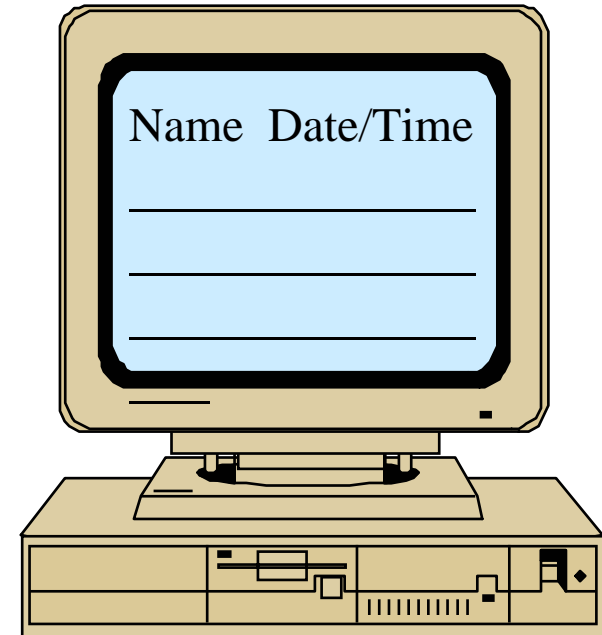
Members of
Each Category



Name/Telephone

Screen 2

Verification
Calls Received

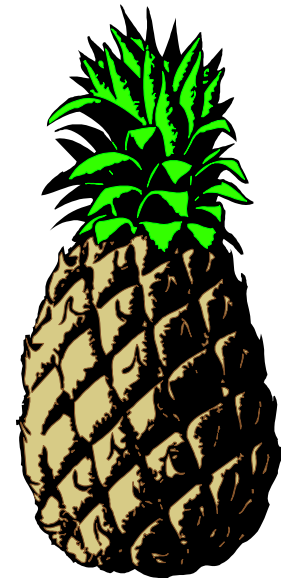


Name Date/Time

Screen 3

Limit the search for data

- Present too much data
- Obscure the data
- Disconnect them from the data
- Limiting the search for data



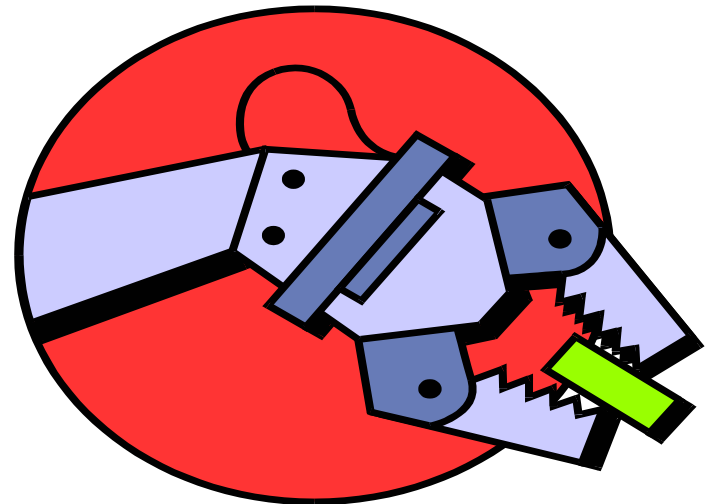
Weaken their mental models

- **Present too much data**
- **Obscure the data**
- **Disconnect them from the data**
- **Limit the search for data**
- **Weaken their mental models**

“Fusion Algorithms”

Make them less adaptive

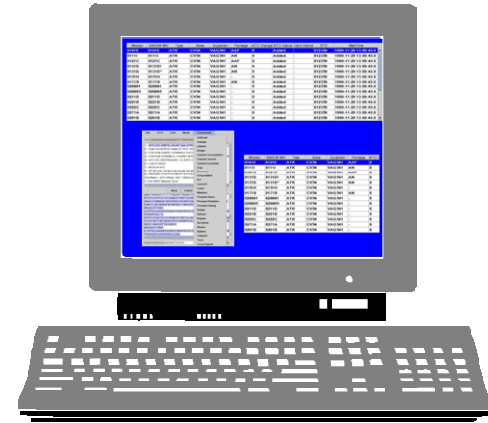
- Present too much data
- Obscure the data
- Disconnect them from the data
- Limit the search for data
- Weaken their mental models
- Make them less adaptive



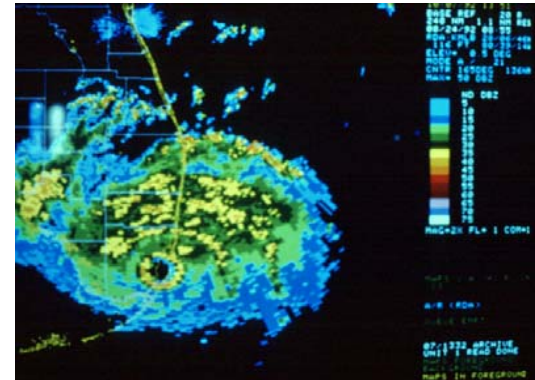
“Adaptive Systems”

Make them passive

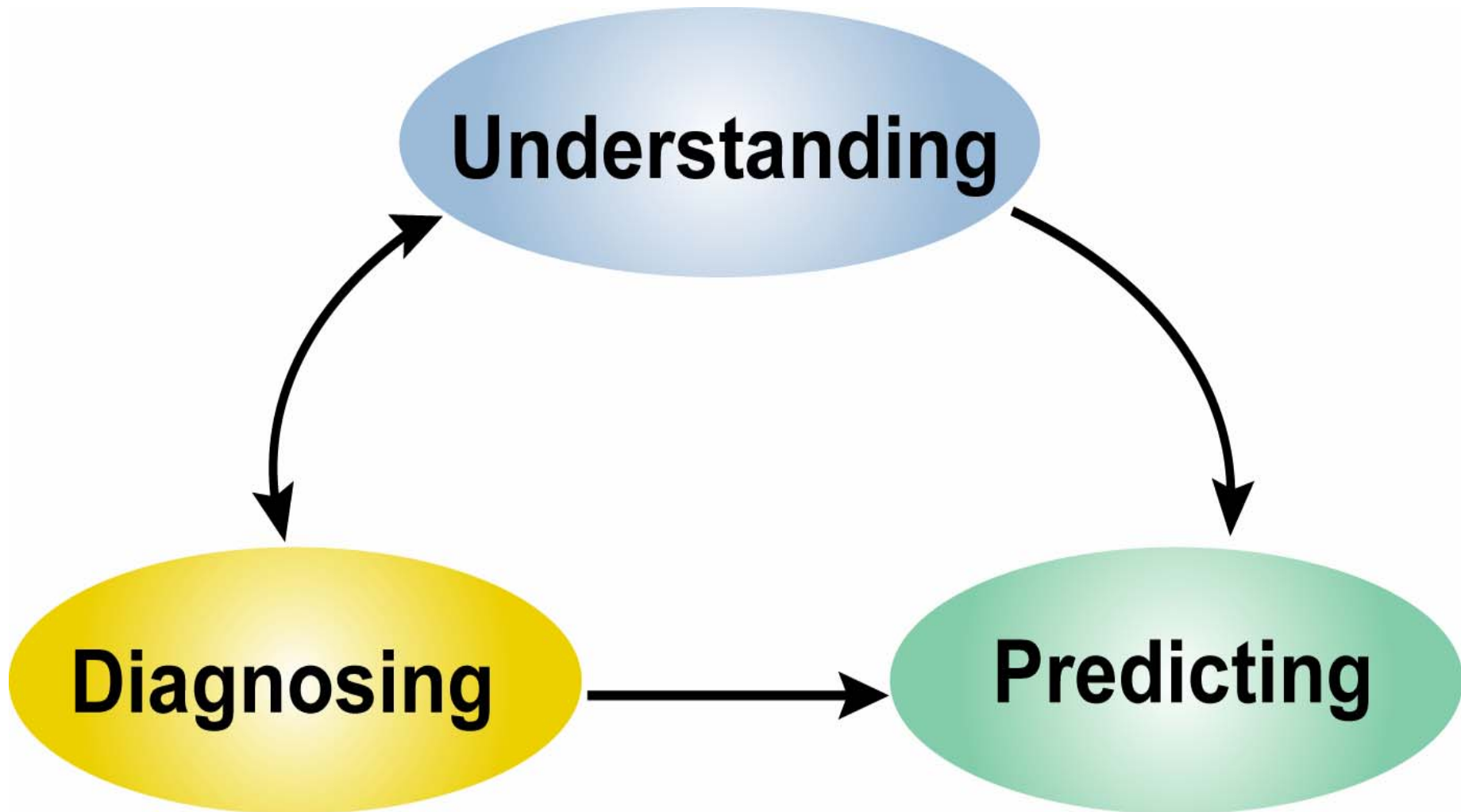
- Present too much data
- Obscure the data
- Disconnect them from the data
- Limit the search for data
- Weaken their mental models
- Make them less adaptive
- Make them passive



Air Tasking Orders (ATOs)



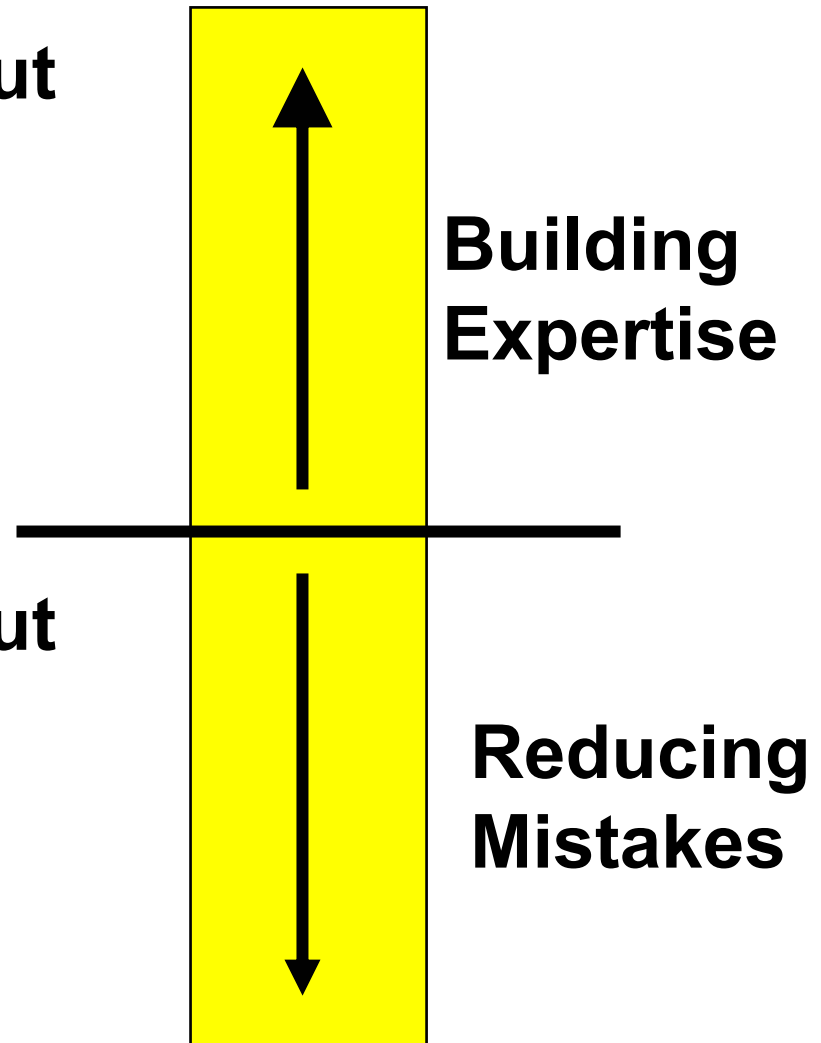
Forecasting Process



Avoiding Mistakes ≠ Gaining Insights

**What resources do we put
in place to help people
build expertise?**

**What resources do we put
in place to help people
avoid mistakes?**



Making People Smart

- **Capture and apply the knowledge of people with experience**
- **Understand the cognitive challenges of a task**
- **Support the growth of tacit knowledge**

Cognitive Task Analysis

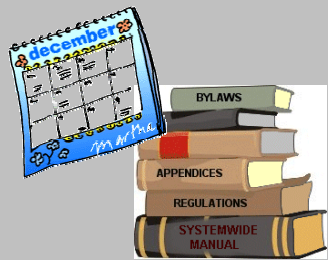
CTA is the description of the skills and strategies needed to perform a task proficiently

Even experts have difficulty describing what they can see and do



Phases of CTA

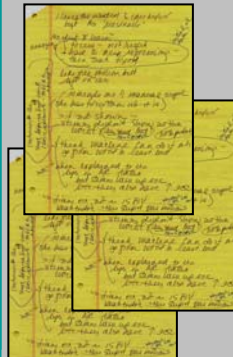
Preparation



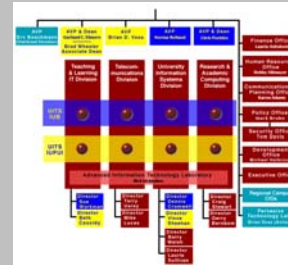
Knowledge Elicitation



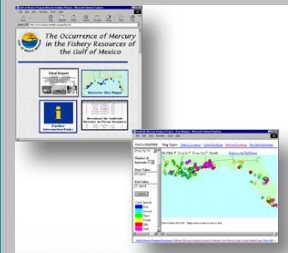
Data Analysis



Knowledge Representation



Application

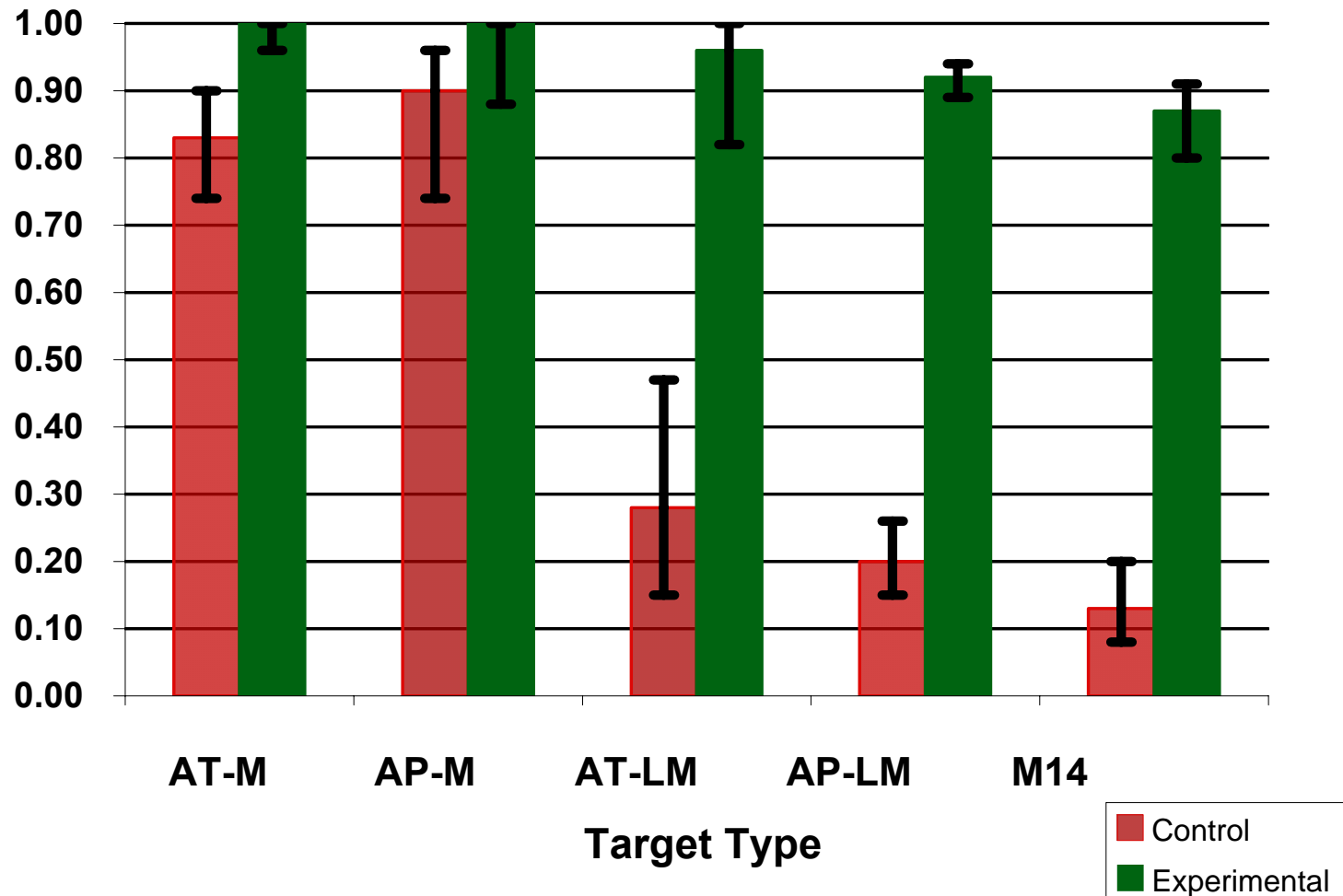


Expertise in Mine Detection

- Army has spent \$38M over 9 years to develop better landmine equipment.
- State of the art: Handheld Standoff Mine Detection System (HSTAMIDS).
- With HSTAMIDS, success rate for modern mines was only 10-20% accuracy on a controlled course.
- CTA of landmine experts (n=4) to learn their tricks of the trade. Output = 12-15 hour training program.
- Result=90-97% detection rate for the most difficult mines (small, anti-personnel with low metallic content), using HSTAMIDS.
- Study with 180 combat engineers preparing to deploy. Training time reduced to one hour. Pre-training accuracy = 20% detections. Post-training accuracy reached 80% detection rates.
- Researcher: Jim Staszewski, Carnegie Mellon University.

Performance of Experimental & Control Groups

Initial PSS-12 Training Test at Ft. Leonard Wood, October '99



Five Types of Knowledge

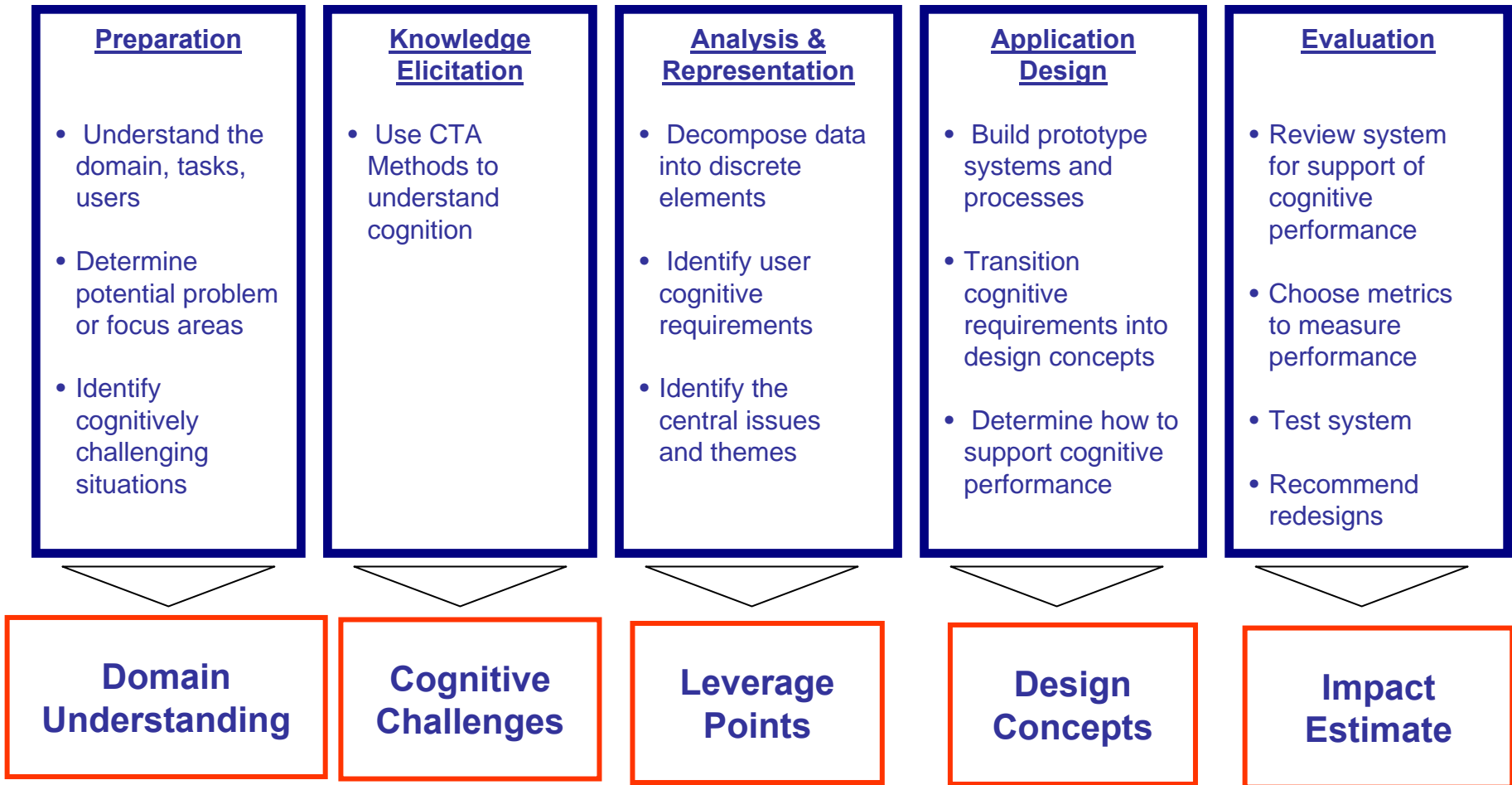
- 1. Declarative information**
- 2. Routines and procedures**
- 3. Repertoire of patterns**
 - **Provide a sense of typicality**
 - **Provide a basis for detecting anomalies**
- 4. Perceptual discriminations**
- 5. Mental models**
 - **Beliefs about the causes that make things happen**

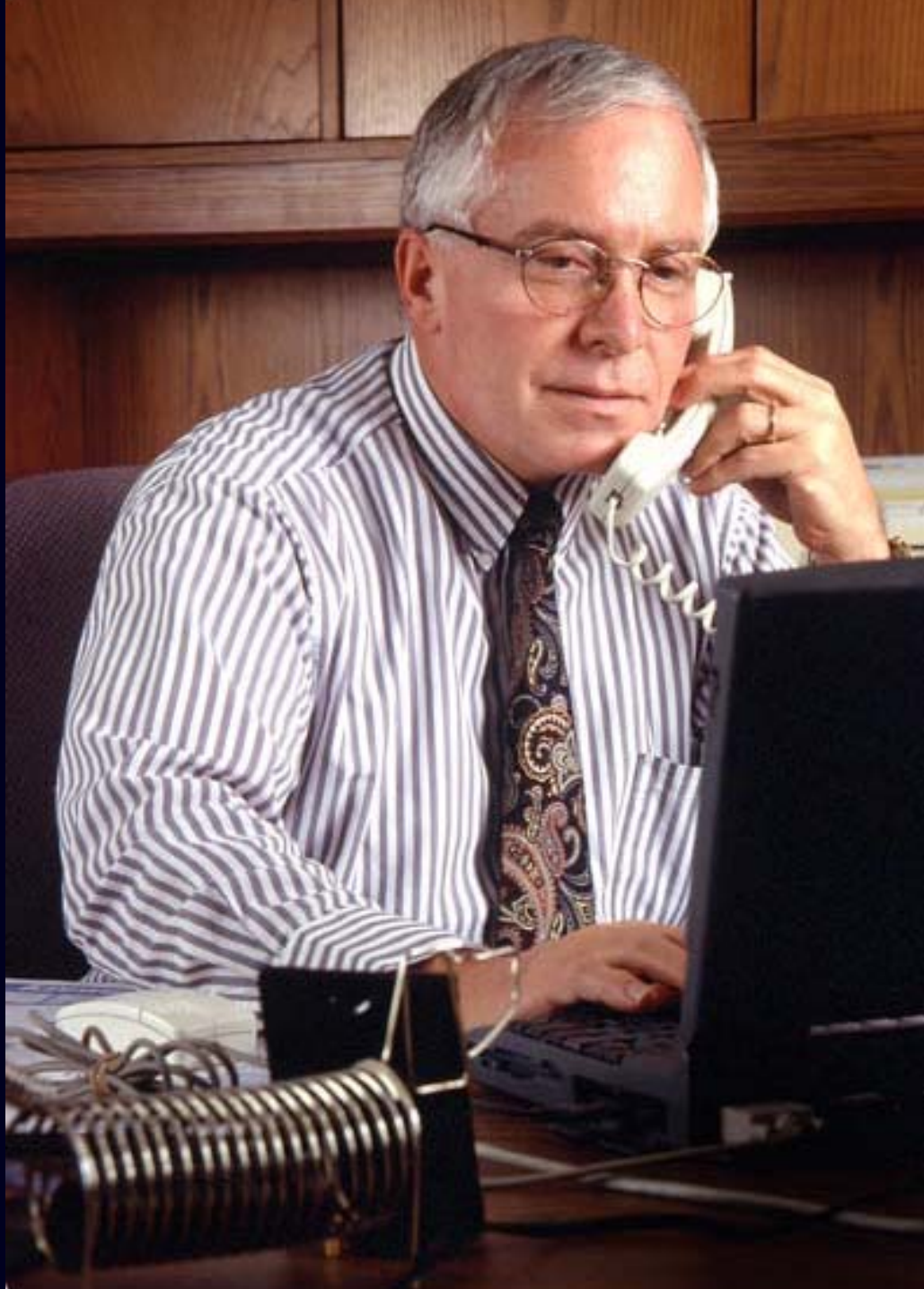
Cognitive Systems Engineering

- **Goal: Support cognitive functions**
- **Cognitive engineering is needed to tailor the fit between Information Technology and decision makers**
- **Cognitive engineering is needed—at three points:**
 - 1. At the beginning—design requirements that will support the user**
 - 2. During the development—to modify, refine and improve the systems**
 - 3. At the end—Test and Evaluation criteria**

Cognitive Systems Engineering

Five Phases of Design





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